Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the present application:

Listing of Claims:

1.   (Currently Amended) A method for arranging and playing a media presentation, comprising:

providing a plurality of <u>different</u> media objects <u>to a handheld wireless communication device</u>;

receiving first configuration instructions from a <u>first</u> user <u>of the handheld wireless communication device</u>, the first configuration instructions comprising selecting and ordering the plurality of media objects, and specifying a transition between the plurality of media objects;

arranging the plurality of media objects into a first ordered sequence responsive to the first configuration instructions <u>on the handheld wireless communication device</u>;

associating the first ordered sequence of media objects with a first trigger event <u>on the handheld wireless communication device</u>;

receiving second configuration instructions from a <u>the first</u> user <u>of the handheld wireless communication device</u>, the second configuration instructions comprising selecting and ordering the plurality of media objects, and specifying a transition between the plurality of media objects;

arranging the plurality of media objects into a second ordered sequence responsive to the configuration instructions <u>on the handheld wireless communication device</u>;

associating the second ordered sequence of media objects with a second trigger event <u>on the handheld wireless communication device</u>;

<u>directly transmitting the first ordered sequence associated with the first trigger event and the second ordered sequence associated with the second trigger event from the first handheld wireless device to a second user of a second handheld wireless communication device without a request from the second user;</u>

monitoring for a trigger event <u>at the second handheld wireless communication device</u>;

detecting the first trigger event <u>at the second handheld wireless communication device</u>;

accessing a list identifying a plurality of association<u>s</u> between trigger events and ordered sequences of media objects, including at least an entry corresponding to the association between the first trigger event and the first ordered sequence <u>at the second handheld wireless communication device</u>;

selecting from the list the first ordered sequence associated with the first trigger event; and

playing, responsive to the first trigger event, the first ordered sequence of media objects <u>at the second handheld wireless communication device</u>.

2.   (Original) The method according to claim 1, further including the step of packaging the plurality of media objects into an encapsulated media package, the media package further including sequencing information for the media objects.

3.   (Original) The method according to claim 2, further including the steps of:
publishing the media package to a remote user device;
associating, on the remote device, the media package with a trigger event;
monitoring for the trigger event on the remote device; detecting the trigger event on the remote device; and
playing on the remote device, responsive to the trigger event, the ordered sequence of media objects.

4.   (Original) The method according to claim 1, further including:
dividing at least one of the media objects into a set of sequential subsets so that each subset is smaller than a maximum size; and
wherein the divided media object is played by loading and playing each of its respective subsets in sequential order.

5.   (Previously Presented) The method according to claim 1 where at least one of the media objects is a sound file and at least another one of the media objects is an image file.

6.   (Original) The method according to claim 1 where the presentation is a screensaver for a display device, and the ordered sequence of media objects is played responsive to a timed trigger event.

7.   (Currently Amended) A <u>handheld</u> wireless device, comprising:

an embedded processor;

a keypad input device coupled to the embedded processor;

a display screen coupled to the embedded processor;

a memory including a list, the memory coupled to the embedded processor;

wherein the embedded processor implements a method comprising:

displaying to a <u>first</u> user a plurality of available media objects; receiving the <u>first</u> user's configuration instructions from the keypad, the configuration instructions comprising selecting and ordering the plurality of media objects, and specifying a transition between the plurality of media objects; selecting and ordering a set of first media objects responsive to the configuration instructions; associating the set of first media objects with a first trigger event, the first trigger event occurring at the wireless device; monitoring for the first trigger event; accessing the list, the list including a plurality of associations between trigger events and ordered sequences of media objects including at least an entry corresponding to the association between the first trigger event and the first set of media objects; identifying the association between the first trigger event and the first set of media objects; choosing the entry corresponding to the association; and presenting, responsive to the first trigger event, the first set of media objects[.]<u>, and</u>

<u>a transmitting module to directly transmit the ordered sequences and trigger events with their plurality of associations to a second user without a request from the</u>

second user.

8.   (Currently Amended) The <u>handheld</u> wireless device according to claim 7, further including a position location receiver coupled to the embedded processor, and wherein the embedded processor presents the media objects responses to a trigger event generated by the position location receiver.

9.   (Currently Amended) The <u>handheld</u> wireless device according to claim 7, further including a timer coupled to the embedded processor, and wherein the embedded processor presents the media objects responses to a trigger event generated by the timer.

10.   (Currently Amended) The <u>handheld</u> wireless device according to claim 7, further including a call processor coupled to the embedded processor, and wherein the embedded processor presents the media objects responses to a trigger event generated by the call processor.

11.   (Currently Amended) The <u>handheld</u> wireless device according to claim 7, wherein the embedded processor further receives caller identification information; and
        wherein the embedded processor presents the media objects responses to a trigger event generated according to the content of the caller identification information.

12.   (Currently Amended) A method of arranging a screensaver <u>on a handheld wireless device</u> and playing the screensaver on the display of a portable, battery powered device, comprising:
        providing a plurality of image files;
        receiving selection commands, the selection commands selecting a set of image files to use in the screensaver;
        ordering the selected files into a <u>first</u> sequence;
        specifying a transition between the selected files;
        associating the <u>first</u> sequence with a <u>first</u> screensaver event;
        <u>directly transmitting the first sequence with the first screen saver event to a user without a request from the user;</u>

monitoring for an occurrence of the first screensaver event;

detecting the <u>first</u> screensaver event;

generating a link to a list

accessing a list identifying a plurality of associations between screensaver events and sequences, including an entry corresponding to an association between the first screensaver event and the first sequence;

choosing the entry from the list; and

playing the first sequence on the display as a screensaver.

13.   (Original) The method according to claim 12, wherein the receiving step further includes accepting commands entered by a user.

14.   (Original) The method according to claim 12, wherein the receiving step further includes accepting commands generated responsive to the portable device receiving a wireless communication.

15.   (Original) The method according to claim 12, further providing a sound file, and ordering the sound files into the sequence so that the sound plays on a speaker device.

16.   (Original) The method according to claim 12 further including the step of packaging the selected media files and sequencing information into a media package.

17.   (Previously Presented) The method according to claim 16 further including the steps of

transmitting the media package to a remote device; and

playing the sequence on the display of the remote device.

18.   (Currently Amended) A method of playing a media presentation using a device, comprising:

providing a first media package, the first media package including sequence information for ordering a plurality of media objects and specifying a transition between the plurality of media objects in the media presentation;

associating the first media package with a first event trigger;

directly transmitting the first media package associated with the first event trigger to a user without a request from the user;

monitoring the device for an occurrence of the first event trigger;

accessing a list identifying a plurality of associations between event triggers and media packages, including an entry corresponding to an association between the first media package and the first event trigger;

choosing the entry corresponding to the association; and

playing, responsive to the first event trigger, the media presentation.

19.   (Original) The method according to claim 18, wherein the providing step includes receiving the media package through a network connection.

20.   (Original) The method according to claim 18, wherein the providing step includes receiving the media package through a wireless connection.

21.   (Previously Presented) The method according to claim 18, wherein the providing step includes:

receiving configuration instructions from a user of the device;

selecting the media objects according to the configuration instructions;

ordering the media objects according to the configuration instructions;

transitioning the media objects according to the configuration instructions; and

generating the first media package at the device.

22.   (Previously Presented) The method according to claim 18, wherein the providing step includes:

receiving configuration instructions;

selecting the media objects according to the configuration instructions;

ordering the media objects according to the configuration instructions;

transitioning the media objects according to the configuration instructions; and

generating the first media package.

23.   (Previously Presented) The method according to claim 18, wherein the first media package is an encapsulated media package including data for the media objects.

24.   (Previously Presented) The method according to claim 18, wherein the first media package is a referenced media package including a reference to a file location to access data for the media objects.

25.   (New) A method for arranging and playing a media presentation on a handheld wireless communication device having a memory, a processor, and at least two output devices, the method comprising:

    providing a plurality of media objects in a memory on the handheld wireless communication device, wherein said media objects comprise at least audio files, image files, and transitions;

    receiving via an input means on the handheld wireless communication device configuration instructions from a user, the configuration instructions comprising selecting and ordering a subset of said plurality of media objects and specifying zero or more transitions between one or more pairs of adjacent media objects in the ordered subset of media objects;

    arranging the ordered subset of media objects and zero or more transitions into an ordered sequence responsive to the configuration instructions;

    generating a media package comprising the ordered sequence of the subset of media objects and zero or more transitions, said media package capable of being executed by the processor on the handheld wireless communication device;

    storing the media package in the memory on the handheld wireless communication device;

    associating the media package with a trigger event;

    storing the association of the media package with the trigger event in an association list in the memory on the handheld wireless communication device, wherein the association list includes a plurality of media package and trigger event associations;

    monitoring for the trigger event;

    detecting the trigger event;

    executing the media package by the processor on the handheld wireless communication device to play, responsive to the trigger event, the media package; and

providing the media objects to the user via the at least two output devices on the handheld wireless communication device.

26. (New) The method of claim 25, wherein the trigger event is determining that the handheld wireless communication device is in a predetermined geographic region.

27. (New) The method of claim 25, wherein the trigger event is determining that the handheld wireless communication device is within a predetermined proximity to a particular business.

28. (New) A method for playing a media presentation on a second handheld wireless communication device in response to a trigger event on a first handheld wireless communication device, the method comprising:

generating a media presentation comprising different media objects on a first handheld wireless communication device;

associating the media presentation with a trigger event on the first handheld wireless communication device;

publishing the media presentation to a second handheld wireless communication device;

monitoring for the trigger event on the first handheld wireless communication device;

detecting the trigger event on the first handheld wireless communication device; and

playing the media presentation on the second handheld wireless communication device in response to the trigger event detected on the first handheld wireless communication device.

29. (New) A method for playing a media presentation on a second handheld wireless communication device in response to a trigger event on a first handheld wireless communication device, the method comprising:

generating a media presentation comprising different media objects on a first handheld wireless communication device;

associating the media presentation with at least one trigger event on the first handheld wireless communication device;

storing the media presentation associated with the at least one trigger event in a storage medium coupled to the first handheld wireless device;

generating a link to a list on the first handheld wireless communication device to each of the different media objects of the media presentation stored in the storage medium;

publishing the link to a second handheld wireless communication device;

monitoring for the trigger event on the first handheld wireless communication device;

detecting the trigger event on the first handheld wireless communication device; and

playing the media presentation on the second handheld wireless communication device in response to the trigger event detected on the first handheld wireless communication device.